LUCKY ESCAPE

Play when a model on the Human side is killed. The model is not removed and does not count for VPs.

WE COME IN PEACE

Add +1 dice to a *SHOOT* test.

LUCKY ESCAPE

Play when a model on the Human side is killed. The model is not removed and does not count for VPs.

SUPPORT - HEAT RAY

TARGETED, SINGLE SQUARE

3+ *SHOOT* attack.

■ 2 Dice Attack

■ 4 Dice Attack

■■■ 6 Dice Attack

HUMAN INGENUITY

Gives +1 dice to a single *SHOOT*, *FIGHT* or *SURVIVE* test. Choose which when you play the card.

SUPPORT - HEAT RAY

TARGETED, SINGLE SQUARE

3+ *SHOOT* attack.

■ 2 Dice Attack

■ 4 Dice Attack

■■■ 6 Dice Attack

HUMAN INGENUITY

Gives +1 dice to a single *SHOOT*, *FIGHT* or *SURVIVE* test. Choose which when you play the card.

WE ARE YOUR FRIENDS

Add +1 dice to a *FIGHT* test.

HUMAN INGENUITY

Gives +1 dice to a single *SHOOT*, *FIGHT* or *SURVIVE* test. Choose which when you play the card.

WE COME IN PEACE

Add +1 dice to a *SHOOT* test.

HUMAN INGENUITY

Gives +1 dice to a single *SHOOT*, *FIGHT* or *SURVIVE* test. Choose which when you play the card.

ALIEN CUNNING

One Martian model may make a single *MOVE* action.

HUMAN INGENUITY

Gives +1 dice to a single *SHOOT*, *FIGHT* or *SURVIVE* test. Choose which when you play the card.

SUPPORT - BRAZEN

CONTINUOUS. Clear Shot bonuses against Martian models do not apply while this is in play.

SPLAT!

Reduce the *SURVIVE* roll of a Martian by -1 dice.

SUPPORT - HEAT RAY

TARGETED, SINGLE SQUARE

3+ *SHOOT* attack.

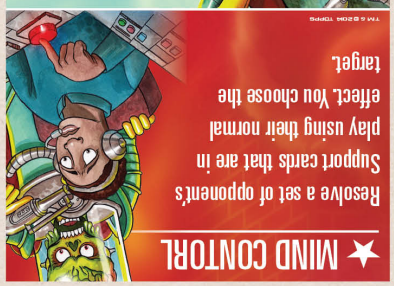
■ 2 Dice Attack

■ 4 Dice Attack

■■■ 6 Dice Attack

SPLAT!

Reduce the *SURVIVE* roll of a Martian by -1 dice.



MIND CONTROL

Resolve a set of opponent's Support cards that are in play using their normal effect. You choose the target.

★ SUPPORT - HEAT RAY

TARGETED, SINGLE SQUARE
3+ *SHOOT* attack.
- 2 Dice Attack
- 4 Dice Attack
- 6 Dice Attack

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★ JAMMER

Discard one Support Card that your opponent currently has in play.

★ MIND CONTROL

Resolve a set of opponent's Support cards that are in play using their normal effect. You choose the target.

TM & ©2004 TOPPS

★ JAMMER

Discard one Support Card that your opponent currently has in play.

TOUGH

Add +1 dice to a *SURVIVE* test.

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★ JAMMER

Discard one Support Card that your opponent currently has in play.

★ SUPPORT - FREEZE RAY

TARGETED, BLAST 3 dice,
6+ *SHOOT* attack.
- Losing models are Rattled
- Losing models are Rattled and marked as activated
- Losing models are killed

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★ SNEAK

One Human model may make a single *MOVE* action.

★ REINFORCEMENTS ARRIVE!

Move a Martian Soldier killed in this game on via any square on the edge of the Martian deployment area. If no such square exists then the model moves on along a RANDOM edge. The model may then *SHOOT* or *MOVE* a second square.

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★ SNEAK

One Human model may make a single *MOVE* action.

★ SUPPORT - HEAT RAY

TARGETED, SINGLE SQUARE
3+ *SHOOT* attack.
- 2 Dice Attack
- 4 Dice Attack
- 6 Dice Attack

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★ ISN'T HE CUTE?

Choose a Martian. The Martian is marked as activated.

TACTICAL WITHDRAWAL

Play in response to an Event or enemy Support Card being resolved. Choose an affected square. All Martian models in that square SCATTER (1) before the Support or Event Card Set is resolved.

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★ ISN'T HE CUTE?

Choose a Martian. The Martian is marked as activated.

TOUGH

Add +1 dice to a *SURVIVE* test.

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★ ISN'T HE CUTE?

Choose a Martian. The Martian is marked as activated.

★ MIND CONTORL

Resolve a set of opponent's Support cards that are in play using their normal effect. You choose the target.

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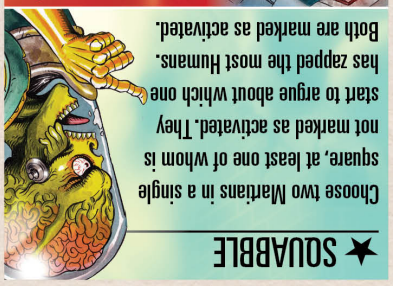
★ SQUABBLE

Choose two Martians in a single square, at least one of whom is not marked as activated. They start to argue about which one has zapped the most Humans. Both are marked as activated.



★ SUPPORT - ARTILLERY STRIKE

5 dice 5+ *SHOOT* attack.

- RANDOM, SINGLE SQUARE attack
- PARTLY RANDOM, BLAST attack
- TARGETED, BLAST attack

★ ALIEN CUNNING

One Martian model may make a single *MOVE* action.

★ JAMMER

Discard one Support Card that your opponent currently has in play.

★ SUPPORT - FREEZE RAY

TARGETED, BLAST 3 dice, 6+ *SHOOT* attack.

- Losing models are Rattled
- Losing models are Rattled and marked as activated
- Losing models are killed

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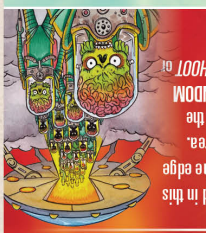

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CONTINUOUS. Clear Shot bonuses against Martian models do not apply while this is in play.

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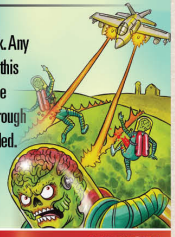
★ TACTICAL WITHDRAWAL

Play in response to an Event or enemy Support Card being resolved. Choose an affected square. All Martian models in that square SCATTER (1) before the Support or Event Card Set is resolved.

★ SUPPORT - STRAFING RUN

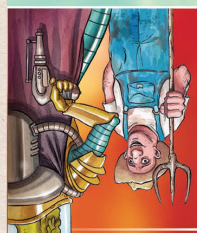
DIRECTIONAL 4 dice, 4+ *SHOOT* attack. Any non-Rattled affected model may avoid this by diving to an unoccupied square to the side of the run. This move cannot be through a wall. The diving model becomes Rattled.

- PARTLY RANDOM attack
- TARGETED attack



★ WE COME IN PEACE

Add +1 dice to a *SHOOT* test.



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- Losing models are killed

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★ HIT THE DECK!

Play in response to an Event or Support card being resolved. All the friendly models in one chosen square ignore the card's effects and become Rattled instead.

★ SUPPORT - FREEZE RAY

TARGETED, BLAST 3 dice,
6+ *SHOOT* attack.

- Losing models are Rattled
- Losing models are Rattled and marked as activated
- Losing models are killed

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★ SUPPORT - HARASSING FIRE

Each affected model rolls a 1 dice *SURVIVE* test. If they fail they are Rattled.

- PARTY RANDOM, BLAST attack
- TARGETED, BLAST attack

★ MIND CONTROL

Resolve a set of opponent's Support cards that are in play using their normal effect. You choose the target.

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- PARTY RANDOM, BLAST attack
- TARGETED, BLAST attack

WE ARE YOUR FRIENDS

Add +1 dice to a *FIGHT* test.

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★ SUPPORT - HARASSING FIRE

Each affected model rolls a 1 dice *SURVIVE* test. If they fail they are Rattled.

- PARTY RANDOM, BLAST attack
- TARGETED, BLAST attack

TOUGH

Add +1 dice to a *SURVIVE* test.

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- PARTY RANDOM, BLAST attack
- TARGETED, BLAST attack

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3+ *SHOOT* attack.

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- 4 Dice Attack
- 6 Dice Attack

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- PARTY RANDOM attack
- TARGETED attack

★ SUPPORT - HEAT RAY

TARGETED, SINGLE SQUARE
3+ *SHOOT* attack.

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- 4 Dice Attack
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★ ALIEN CUNNING

One Martian model may make a single *MOVE* action.

★ SUPPORT - HEAT RAY

TARGETED, SINGLE SQUARE

3+ *SHOOT* attack.

- ■ 2 Dice Attack
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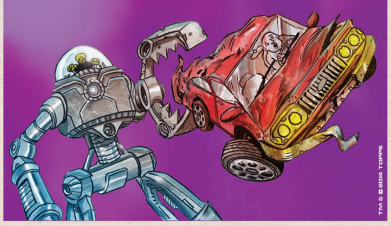
FLYING CAR

Choose a row and a direction, left or right. A car lands in a RANDOM square in that row and then bounces in the chosen direction, landing on alternate squares. It will continue off the board or stop the third time it lands. All models in any square it hits are attacked by a 5 dice 4+ *SHOOT* attack.

If the car stops on the battlefield then use a model if you have one, otherwise use the counter provided.



● WE ARE YOUR FRIENDS

Add +1 dice to a *FIGHT* test.

★ REINFORCEMENTS ARRIVE

Move a Martian Soldier Killed in this game on via any square on the edge of the Martian deployment area. If no such square exists then the model moves on along a RANDOM edge. The model may then *SHOOT* or *MOVE* a second square.

MOO!

If burning cattle are on the board, **SCATTER (4)**. If this takes them off of the battlefield they are removed.

Otherwise place the cows in a **RANDOM** Edge square and move them 4 squares directly away from that edge.

If cows move into or through a square containing models they will trample them. If the models are already Rattled then they are killed, otherwise they become Rattled. Models may not enter a square containing burning cows.

At the end of each Round, Scatter and move the cows again.

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At the end of each Round, Scatter and move the cows again.

UNFRIENDLY FIRE

Pick a **RANDOM** square. All models in that square and all 8 adjacent squares are hit with a 5 dice, 5+ *SHOOT* attack.

UNFRIENDLY FIRE

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RUBBLE

Pick a **RANDOM** square. Any piece of cover in this square or wall that lies along one of the sides of this square collapses under the strain of constant explosions and is removed. Any wall connected to a collapsing wall is removed too. All models in the square are Rattled.

RUBBLE

Pick a **RANDOM** square. Any piece of cover in this square or wall that lies along one of the sides of this square collapses under the strain of constant explosions and is removed. Any wall connected to a collapsing wall is removed too. All models in the square are Rattled.

THEY'RE EVERYWHERE!

If any Civilians are already on the battlefield then move them immediately.

In addition, place two more Civilians in **RANDOM** squares – roll individually for each.

THEY'RE EVERYWHERE!

If any Civilians are already on the battlefield then move them immediately.

In addition, place two more Civilians in **RANDOM** squares – roll individually for each.

LITTLE LOST CHILD

If any Civilians are already on the battlefield then move them immediately.

In addition, place one more Civilian in a **RANDOM** square.

MUTANT BUG

Place a mutant bug counter in a **RANDOM** square. If it is full, Scatter the counter until it fits. If the bug ends in an occupied square, randomly select a model (from either side) for the bug to attack. This is a 4 dice, 4+ *FIGHT* attack. If the bug wins it carries the model off - remove the bug counter and the model. If the bug loses then it is driven off.

If the bug lands in an empty square then leave the counter in that square.

At the end of each Round **SCATTER (1)** any bugs that remain on the board, resolving a *FIGHT* as described above if they move into an occupied square. Keep rolling each Round until the bugs resolve a *FIGHT*.

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Place a mutant bug counter in a **RANDOM** square. If it is full, Scatter the counter until it fits. If the bug ends in an occupied square, randomly select a model (from either side) for the bug to attack. This is a 4 dice, 4+ *FIGHT* attack. If the bug wins it carries the model off - remove the bug counter and the model. If the bug loses then it is driven off.

If the bug lands in an empty square then leave the counter in that square.

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